

Sears

TELE-GAMES®

VIDEO ARCADE™
BLACKJACK
GAME INSTRUCTIONS



FOR 1, 2 OR 3
PLAYERS

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing a Tele-Games® Cartridge. This will protect the electronic components and prolong the life of your Sears Video Arcade™.

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1. INTRODUCTION



What do you bet the computer will deal you a Blackjack or a winning hand? If you're clever and have an "in" with Lady Luck, you might even BREAK THE BANK. On the other hand, if you're out of chips, don't worry. The computer-dealer

will gladly stake you so you can get back into the game. Win or lose, you'll have as much fun with TELE-GAMES® BLACKJACK as you would in Las Vegas...maybe more. So, ladies and gentlemen, place your bets and get into the game!

2. GAME PLAY

One, two, or three people can play BLACKJACK. The object of the game is simple: Beat the computer-dealer and win as many chips as possible. If you win 1000 chips, you **BREAK THE BANK!**

You win when...

- The computer deals you **Blackjack** (Ace plus Jack, Queen, King, or 10).
- Your hand has more points than the computer's hand but not more than 21 points total.
- The computer "busts" its hand by exceeding 21 points.

The computer wins when...

- It deals itself a **Blackjack**.
- Its hand has more points than yours, but not more than 21 points.
- You "bust" your hand.

GETTING STARTED

There are two sets of BLACKJACK rules: Home Rules and Las Vegas Rules. Decide which set to use and set your **RIGHT SKILL** switch accordingly (see *Section 4*, **CONSOLE CONTROLS**).

HOME RULES

- The computer-dealer must stay on 17 points.
- All tie games are won by the computer-dealer.
- Players can double (DBLE) on any number of points.
- A player automatically wins when he takes four HITS without busting.

LAS VEGAS RULES:

- The computer-dealer must stay on 18 points or a hard 17 (Ace = 1).
- The computer-dealer does not win a TIE game.
- Players can only double (DBLE) on 10 or 11 points.
- Players are allowed four hits maximum.

Connect your Paddle Controllers as instructed in *Section 3*. Then use your **GAME SELECT** switch to select the number of card set-ups you need. Follow the directions in *Section 4*, **CONSOLE CONTROLS**.

When you're ready to start the game, press down the **RESET** switch. The computer-dealer will shuffle and cut the cards and wait for you to enter your bet after the ? on your television screen. Use your Paddle Controller dial to select your bet, and press the red controller button to place it (see *Section 3 for details*).

BETTING

Your initial stake is 200 chips, and you can bet up to 25 chips per hand. When you win, the computer-dealer adds your bet to your stake; when you lose, it subtracts your bet from your stake. You bet only once, before the deal. There is no betting after the cards are dealt.

THE DEAL

When all bets are down, the computer deals each player two cards face-up, then deals itself one card face-up and another face-down. Count the points in your hand as shown in **Figure 1**, and decide whether to stay, take a "hit", or double down (see **STAY, HIT, DOUBLE**).

BLACKJACK (BJ)

If you have a Blackjack, there's nothing to decide. You automatically win one-and-a-half times your bet. For example, if you bet 10 chips you win 15 chips. If the computer-dealer deals itself a Blackjack, all players lose instantly. Place a bet to start a new hand.



Number Cards =
Face Value
(i.e. 5 = 5 points)



10, Jack (J), Queen (Q),
and King (K) = 10 points



Ace (A) = 1 or 11 points

A hand is "soft" when the Ace is counted as 11 points, "hard" when the Ace counts as 1 point. For example, an Ace and a 6 is a soft 17; an Ace, 6, and 10 is a hard 17.



+



OR



= BACKJACK (BJ)

STAY, HIT, DOUBLE

If you don't need any more points in your hand and are standing "pat", dial up **STAY** with your Pad-dle Controller and press the red controller button (see *Section 3 for details*). Accepted BLACKJACK strategy is to STAY on 18, 19, or 20 points.

Dial up **HIT** if you need more points. The computer-dealer will hit you with a card, face-up, each time you press the red controller button. You can have as many as four hits, but watch out! If you take too many hits and exceed 21 points, you will "bust" your hand.

NOTE: Under Home Rules, any player who takes four hits without busting automatically wins.

When you've taken enough hits, dial up **STAY**. The computer-dealer will then move on to the next player or play its hand.

Dial up **DBLE** if you want to double your bet. The computer-dealer will hit you with one card (only one) and move on to the next player or play its hand. With Home Rules you can double on any number of points. In Las Vegas BLACKJACK, you can only double on a 10 or 11. When you double your bet you stand to win or lose twice the amount of

your bet, so be careful. Make sure you can risk the hit and have enough points showing to stay on only one hit.

BUST

You **BUST** and lose when you take too many hits and exceed 21 points. Wait until the hand is over, then place a bet to try again.

WIN, LOSE, TIE

When each player has played his hand, the computer-dealer turns over its face-down card and either stays on its hand or takes one or more hits. Las Vegas Rules require the computer to stay on 18 or a hard 17 (Ace, 6 and 10). Home Rules require the computer to stay on 17.

If your hand has more points than the computer's, or the computer exceeds 21 points and "busts", you **WIN**. If the computer's hand has more points than your hand, you **LOSE**. Under Home Rules, you also LOSE when a tie occurs. With Las Vegas rules, a **TIE** game is the same as a "push"; neither the computer-dealer nor the player wins. **Figure 2** shows the outcome of a three-handed game with Las Vegas rules.

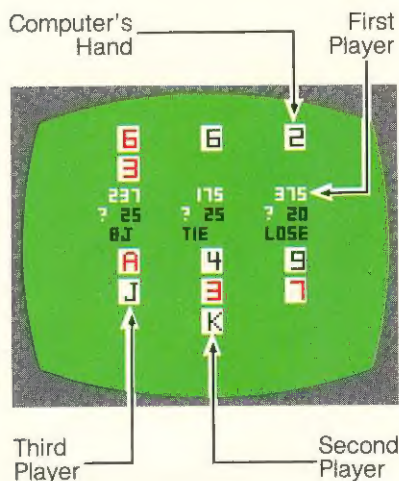


Figure 2

BREAKING THE BANK

If you win 1000 chips and break the bank, the computer will drop you out of the game. To get back in, you must start all over again with a stake of 200 chips. See Section 4, **CONSOLE CONTROLS**, for directions on getting back into the game.

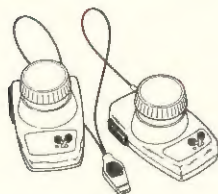
GOING BROKE

When you're out of chips, the computer-dealer drops you out of the game. But the dealer is merciful. If you want to get back into the game, it will stake you another 200 chips. See Section 4 for details.

LEAVING THE GAME TEMPORARILY

In two and three-player games, you can leave and return any time before the bets are down and the computer deals. You will not forfeit your stake. See Section 4 for details.

3. USING THE CONTROLLERS



Use your Paddle Controllers with this Tele-Games® Cartridge. Be sure the Paddle Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your Video Arcade™. For one and two-player games, plug the controllers into the **LEFT CONTROLLER** jack.

Use the left controller in one-player games. For three-player games, plug another set of Paddle Controllers into the RIGHT CONTROLLER jack, and use the right controller. Hold the Paddle Controller with the red button to your upper left. See your Owner's Manual for further details.

CARD SET-UPS

In two and three-player games, the position of your card set-up on the television screen depends upon the Paddle Controller you are using and the controller jack it is plugged into (see Figure 3).

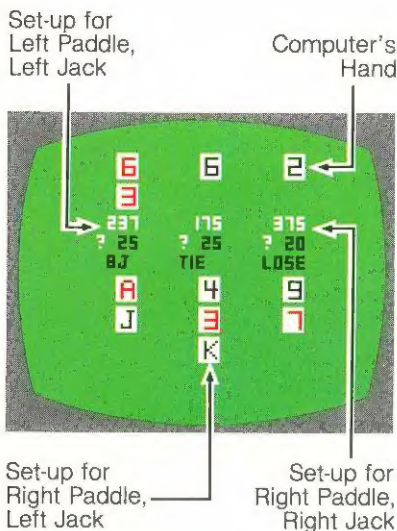


Figure 3

NOTE: The left Paddle Controller in the right-hand jack is not used.

TO PLACE YOUR BET

At the start of a game, place your bet after you press the **RESET** switch. After that, place your bet at the end of a hand when the ? appears in your card set-up. There is no order for betting; bets can be placed simultaneously.

The number to the right of the ? at the start of the game is a random number between 01 and 25. You don't have to bet it. Choose any amount up to 25 chips. Turn the dial on your Paddle Controller to the left to increase the number; to the right to decrease the number. To place your bet, press the red controller button.

TO STAY, HIT, OR DOUBLE

When it's your turn to play your hand, the word **STAY**, **HIT** or **DBLE** will appear above your cards in your set-up. The word is random and doesn't necessarily apply to your cards. Turn the dial on your Paddle Controller until the word you want appears in your set-up, then press the red controller button to let the computer-dealer know what you have decided to do.

If you dial up **HIT** and press the red controller button, the computer-dealer will hit you with a card. Each time you press the button, the computer will hit you (four hits is max-

imum). When you decide to **STAY**, the computer will prompt the next player with a random word or play its hand. If you dial **DBLE** (double), the computer will hit you once and move on to the next player or play its hand.

From your viewpoint, the order of play is from right to left (left to right from the computer-dealer's viewpoint).

4. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **GAME SELECT** switch to...

- Select the card set-ups for your number of players and Paddle Controller connections. (See *Figure 3*).
- Leave and return to the game (voluntary drop-out).
- Get back into the game after breaking the bank (involuntary drop-out).
- Get back into the game after going broke (involuntary drop-out).

Voluntary Drop-out

Don't try to drop out (or return) to a game while a hand is in progress. Wait until the end of the hand. To drop out, press down the **GAME SELECT** switch until your stake and bet counter disappear from the television screen. Don't worry, you will not lose your stake. Your cards will remain on the screen until all remaining players have placed their bets and the computer deals.

NOTE: As you cycle through the card set-ups with the **GAME SELECT** switch, various card set-ups will appear and disappear from the television screen. Be sure you get the right set-up. **DON'T DROP SOMEONE ELSE OUT BY MISTAKE.**

To return to the game, press down the **GAME SELECT** switch until your card set-up reappears on the television screen. Your stake should be exactly what it was when you dropped out. Place your bet to get back into the game.

Involuntary Drop-out

The computer-dealer drops you out of the game when you break the bank (win 1000 chips) or lose all your chips. If you break the bank, there's no way you can get back into the game with your winnings. You simply have to start over again with 200 chips. If you go broke, the computer-dealer will stake you to another 200 chips and let you back into the game.

The procedure for reentering the game is the same whether you break the bank or go broke. Wait until the end of the hand, then press down the **GAME SELECT** switch until your card set-up reappears on the television screen. You will have a new stake of 200 chips. Place your bet to get back into the game.

GAME RESET SWITCH

Press down the game **RESET** switch to start the game and to reset all stakes to 200. If you have dropped out of a game, pressing the game **RESET** switch will not affect your stake.

The computer shuffles and cuts the cards whenever the game **RESET** switch is pressed.

LEFT PLAYER SKILL SWITCH

When this switch is in the **NOVICE** position, the computer shuffles the cards after every hand. When it's in the **EXPERT** position, the computer shuffles the cards after dealing 34 cards (two-thirds of the deck).

RIGHT PLAYER SKILL SWITCH

The **RIGHT PLAYER SKILL** switch establishes the rules of the game. To play by Las Vegas Rules, set the switch to **EXPERT**; for Home Rules, set it to **NOVICE**.

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